

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	5	DSP adj (wrapp\$3 or warp\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 10:25
L5	18	emulat\$4 same data same structure same (port\$2 or pin\$2) same virtual	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 10:48
L6	0	emulat\$4 same data same structure same (port\$2 or pin\$2) same virtual and wrapp\$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 10:48
L7	23	emulat\$4 and data same structure same (port\$2 or pin\$2) same virtual and wrapp\$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 11:27
L8	113	emulat\$4 and data same structure same (port\$2 or pin\$2) same virtual samewrapp\$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 10:49
L9	0	emulat\$4 and data same structure same (port\$2 or pin\$2) same virtual same wrapp\$3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 10:49
L10	1902	virtual same (port or pin) and emulat\$4 and (indicat\$3 or point\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 11:28
L11	32	virtual same (port or pin) and emulat\$4 and (indicat\$3 or point\$3) same wrapper	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 11:36
L12	1	("6105119").PN.	USPAT; USOCR	OR	OFF	2006/05/15 11:36
S1	479	(703/27).CCLS.	USPAT; USOCR	OR	OFF	2006/05/15 09:01
S2	20	S1 and (emulator near hardware)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 09:02

## EAST Search History

S3	12	S2 and parallel	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/05/15 09:21
S4	1	("5551013").PN.	USPAT; USOCR	OR	OFF	2006/05/15 10:24

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[Preferences](#)**Web**Results 1 - 10 of about 307 for **'top wrapper" and emulator**. (0.59 seconds)**GameDev.net - An Introduction to BREW and OpenGL ES**

Right at the **top** is a structure named after your application, ... It would probably be best to write a **wrapper** function to do the test which handles the ...

[www.gamedev.net/reference/articles/article2135.asp](http://www.gamedev.net/reference/articles/article2135.asp) - 37k - [Cached](#) - [Similar pages](#)

**Download Interpres 1.2 for Mac - Interpres - GUI wrapper for WORDS ...**

Interpres is a GUI **wrapper** for "WORDS", a command-line tool which parses Latin words ...

ScummVM is a classic gaming interpreter **and emulator** that includes ...

[mac.softpedia.com/get/Educational/Interpres.shtml](http://mac.softpedia.com/get/Educational/Interpres.shtml) - 65k - [Cached](#) - [Similar pages](#)

**[PDF] TMS320F/C/R281x SPI Serial EEPROM Programming Utilities**

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SDFlash algorithm file consists of an SDFlash **wrapper** and 281x serial EEPROM programming utilities ... Make sure the target **and emulator** are setup properly: ...

[emulators.spectrumdigital.com/utilities/](http://emulators.spectrumdigital.com/utilities/)

[sdfash/c2000/SDFlash281x\\_EEPROM\\_Programmer\\_Readme\\_V1\\_0.pdf](http://sdfash/c2000/SDFlash281x_EEPROM_Programmer_Readme_V1_0.pdf) - [Similar pages](#)

**[PDF] TMS320F2808, TMS320F2806, TMS320F2802 and TMS320F2801 SDFlash JTAG ...**

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SDFlash algorithm file consists of an SDFlash **wrapper** and the F280x Flash API ... Run SDConfig to make sure your target **and emulator** are setup properly. ...

[emulators.spectrumdigital.com/utilities/sdfash/c2000/SDFlash280x\\_Readme\\_v1\\_1.pdf](http://emulators.spectrumdigital.com/utilities/sdfash/c2000/SDFlash280x_Readme_v1_1.pdf) -

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**Programming page**

... the code from the RFC and made a **wrapper** function that makes using it as easy as in PHP. ... complete with an assembler, linker, editor **and emulator**. ...

[david.acz.org/prog.html](http://david.acz.org/prog.html) - 20k - [Cached](#) - [Similar pages](#)

**SPECjAppServer2002 User Guide**

The web client **and emulator** are deployed as .war files. ... Some application servers require the client to call a **wrapper** instead of the java command. ...

[www.spec.org/jAppServer2002/docs/UserGuide.html](http://www.spec.org/jAppServer2002/docs/UserGuide.html) - 42k - [Cached](#) - [Similar pages](#)

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**[PDF] 1 Turing Tournament Instructions**

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where in the **top** line "game n" shows the number of the game, n, and ... For a program written in Mathematica, you can provide a **wrapper** func- ...

[turing.ssel.caltech.edu/pdf/turing\\_web\\_content.pdf](http://turing.ssel.caltech.edu/pdf/turing_web_content.pdf) - [Similar pages](#)

**[PDF] Jung-Lin Yang**

**wrapper** that communicates using a req/ack protocol and mediates the ... Provided homework **and emulator** enhancement solutions. Managed grading information ... [www.cs.utah.edu/~jyang/doc/vita.pdf](http://www.cs.utah.edu/~jyang/doc/vita.pdf) - [Similar pages](#)

g.setColor(0xff0000); g.drawString(errString,0,0,Graphics.TOP|Graphics.LEFT); ... The first thing to do, is stop using println and write a **wrapper** function, ...  
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emulator and "sea of logic"

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[Preferences](#)The **"AND"** operator is unnecessary – we include all search terms by default. [\[details\]](#)**Web**Results 1 - 7 of about 12 for **emulator** and **"sea of logic"**. (0.18 seconds)[Design View / Design Solution: The History Behind Vanishing Visibility](#)... to surround a production device with a **sea of logic** and perform this function. ... The bond-out chip and traditional **emulator** pod were replaced with a ...[www.elecdesign.com/Articles/ArticleID/5801/5801.html](http://www.elecdesign.com/Articles/ArticleID/5801/5801.html) - [Similar pages](#)[Printer Friendly Version](#)Instead, designers started working with the in-circuit **emulator** (ICE), an instrument ... a production device with a **sea of logic** and perform this function. ...[www.elecdesign.com/Articles/Print.cfm?ArticleID=5801](http://www.elecdesign.com/Articles/Print.cfm?ArticleID=5801) - [Similar pages](#)[Architectural and Physical Design Challenges for One-Million Gate ...](#)... will be structured as a flat, homogeneous **sea of logic** blocks and switch boxes. ... on multiple workstations, as is done today with **emulator** machines. ...[www.eecg.toronto.edu/~jayar/pubs/fpga97/challenge.html](http://www.eecg.toronto.edu/~jayar/pubs/fpga97/challenge.html) - 23k - [Cached](#) - [Similar pages](#)[\[PDF\] Architectural and Physical Design Challenges for One-Million Gate ...](#)File Format: PDF/Adobe Acrobat - [View as HTML](#)structured as a flat, homogeneous **sea of logic** blocks and. switch boxes. Rather, they will almost ... tions, as is done today with **emulator** machines. ...[www.eecg.toronto.edu/~jayar/pubs/fpga97/challenge.pdf](http://www.eecg.toronto.edu/~jayar/pubs/fpga97/challenge.pdf) - [Similar pages](#)[ [More results from www.eecg.toronto.edu](#) ][\[PDF\] Xilinx XC5200 Series Field Programmable Gate Arrays datasheet, v5 ...](#)

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ing the XC5200 family a "**sea of logic** cells." Each. Versa-Block has four 3-state buffers that share a common ... cuit **emulator**. READBACK ...[direct.xilinx.com/bvdocs/publications/5200.pdf](http://direct.xilinx.com/bvdocs/publications/5200.pdf) - [Similar pages](#)[EETimes.com - At F5 Networks, all strategies have a role](#)... custom embedded memory blocks in addition to a **sea of logic** elements, ... **Emulators** target MLF/QFN ICs • Multiplexers operate over wide voltage range ...[eetimes.com/industrychallenges/silicon/showArticle.jhtml?articleID=21401245](http://eetimes.com/industrychallenges/silicon/showArticle.jhtml?articleID=21401245) - 64k -[Cached](#) - [Similar pages](#)[en fruit language machine](#)**Sea of logic** machine Seat of Judgement fruit Federation Ontology Second Second most ...Most **emulators** far written and C in assembly language as they are ...[fruitmachine.firstonlinegambling.info/en-fruit-language-machine.php](http://fruitmachine.firstonlinegambling.info/en-fruit-language-machine.php) - [Similar pages](#)*In order to show you the most relevant results, we have omitted some entries very similar to the 7 already displayed.**If you like, you can repeat the search with the omitted results included.*Try your search again on [Google Book Search](#)

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